

WEST☐ Generate Collection

L5: Entry 54 of 62

File: DWPI

Sep 15, 1998

DERWENT-ACC-NO: 1995-292972

DERWENT-WEEK: 199844

COPYRIGHT 2001 DERWENT INFORMATION LTD

TITLE: Electronic game system with several wireless controllers - uses RF communication between controllers and main console with possible option of voice communication using microphone and speaker

INVENTOR: RUTKOWSKI, R A .

PATENT-ASSIGNEE:

ASSIGNEE

CODE

ELECTRONIC ARTS INC

ELARN

PRIORITY-DATA: 1994US-0194935 (February 11, 1994)

PATENT-FAMILY:

PUB-NO	PUB-DATE	LANGUAGE	PAGES	MAIN-IPC
US 5806849 A	September 15, 1998	N/A	000	G11B031/00
WO 9521667 A1	August 17, 1995	E	020	A63F009/22
AU 9518412 A	August 29, 1995	N/A	000	A63F009/22

DESIGNATED-STATES: AU CA JP MX AT BE CH DE DK ES FR GB GR IE IT LU MC NL PT SE

CITED-DOCUMENTS: 2.Jnl.Ref; DE 3816488 ; DE 4221118 ; DE 9108178 ; EP 118242 ; JP05317524 ; JP06205010 ; US 4477069 ; US 4531740 ; US 5292125 ; WO 9323125

APPLICATION-DATA:

PUB-NO	APPL-DATE	APPL-NO	DESCRIPTOR
US 5806849A	February 11, 1994	1994US-0194935	N/A
WO 9521667A1	February 10, 1995	1995WO-US01683	N/A
AU 9518412A	February 10, 1995	1995AU-0018412	N/A
AU 9518412A		WO 9521667	Based on

INT-CL (IPC): A63F 9/22; G11B 31/00

ABSTRACTED-PUB-NO: US 5806849A

BASIC-ABSTRACT:

The game system includes a main console for running a game program and a controller for use in the system for sending control signals to the console. The controller includes a user interface for detecting input from a user and generating control data in response to the input. An encoder converts the control data into serial data. A transmitter transforms the serial data into RF signals. An antenna coupled to the transmitter sends the latter to the console.

The controller includes a communications device coupled to the antenna for receiving and transforming a second set of RF signals into audio signals. Audio signals are transformed into a third set of RF signals and transmitted.

ADVANTAGE - Allows console and controller to be operated at large distance apart from each other.
ABSTRACTED-PUB-NO:

WO 9521667A
EQUIVALENT-ABSTRACTS:

The game system includes a main console for running a game program and a controller for use in the system for sending control signals to the console. The controller includes a user interface for detecting input from a user and generating control data in response to the input. An encoder converts the control data into serial data. A transmitter transforms the serial data into RF signals. An antenna coupled to the transmitter sends the latter to the console.

The controller includes a communications device coupled to the antenna for receiving and transforming a second set of RF signals into audio signals. Audio signals are transformed into a third set of RF signals and transmitted.

ADVANTAGE - Allows console and controller to be operated at large distance apart from each other.

CHOSEN-DRAWING: Dwg.1/4

TITLE-TERMS: ELECTRONIC GAME SYSTEM WIRELESS CONTROL RF COMMUNICATE CONTROL
MAIN CONSOLE POSSIBILITY OPTION VOICE COMMUNICATE MICROPHONE SPEAKER

DERWENT-CLASS: P36 W04

EPI-CODES: W04-X02;

SECONDARY-ACC-NO:
Non-CPI Secondary Accession Numbers: N1995-221599

WEST☐ Generate Collection

L5: Entry 20 of 62

File: DWPI

Mar 30, 1999

DERWENT-ACC-NO: 1999-274439

DERWENT-WEEK: 199928

COPYRIGHT 2001 DERWENT INFORMATION LTD

TITLE: Wireless software game delivery system using pager for game machine -
has information delivery station provided with delivery unit to deliver
software game to various pager based on demand through wireless base station

PATENT-ASSIGNEE:

ASSIGNEE

CODE

BANDAI CO

BANDN

MITSUI BUSSAN KK

MITA

PRIORITY-DATA: 1997JP-0243750 (September 9, 1997)

PATENT-FAMILY:

PUB-NO

PUB-DATE

LANGUAGE

PAGES

MAIN-IPC

JP 11088508 A

March 30, 1999

N/A

004

H04M003/42

APPLICATION-DATA:

PUB-NO

APPL-DATE

APPL-NO

DESCRIPTOR

JP11088508A

September 9, 1997

1997JP-0243750

N/A

INT-CL (IPC): H04M 3/42; H04M 11/08; H04Q 7/16; H04Q 7/38

ABSTRACTED-PUB-NO: JP11088508A

BASIC-ABSTRACT:

NOVELTY - A wireless circuit controller (3) controls radio communication between information delivery station (4) and various pagers (2(1)-2(n)) through wireless base station (1). An information delivery station (4) transmits software games to pagers through delivery unit (41) and stores it in information memory (25) of pager under control of control unit (23).

USE - For delivery of software games to various game machines.

ADVANTAGE - Enables various software games to be received and enjoyed using the usual pager by the players. DESCRIPTION OF DRAWING(S) - The figure shows the block diagram of software game delivery system. (1) Wireless base station; (2(1)-2(n)) Pagers; (3) Wireless circuit controller; (4) Information delivery station; (23) Control unit; (25) Information memory; (41) Software game delivery unit.

CHOSEN-DRAWING: Dwg.1/3

TITLE-TERMS: WIRELESS SOFTWARE GAME DELIVER SYSTEM PAGE GAME MACHINE
INFORMATION DELIVER STATION DELIVER UNIT DELIVER SOFTWARE GAME VARIOUS PAGE
BASED DEMAND THROUGH WIRELESS BASE STATION

DERWENT-CLASS: W01 W05

EPI-CODES: W01-A06E; W01-B05; W01-B05A; W01-C02B; W01-C05A; W01-C05B5;
W05-A05C; W05-A05C1;

SECONDARY-ACC-NO:

Non-CPI Secondary Accession Numbers: N1999-205997

WEST☐ Generate Collection

L5: Entry 4 of 62

File: DWPI

May 9, 2000

DERWENT-ACC-NO: 2000-380324

DERWENT-WEEK: 200033

COPYRIGHT 2001 DERWENT INFORMATION LTD

TITLE: Portable wireless communication type game apparatus controls display of wireless communication condition corresponding to game progress situation using symbol, character or drawings

PATENT-ASSIGNEE:

ASSIGNEE

CODE

SNK KK

SNKSN

PRIORITY-DATA: 1999JP-0025652 (February 3, 1999)

PATENT-FAMILY:

PUB-NO	PUB-DATE	LANGUAGE	PAGES	MAIN-IPC
JP 2000126445 A	May 9, 2000	N/A	019	A63F009/22

APPLICATION-DATA:

PUB-NO	APPL-DATE	APPL-NO	DESCRIPTOR
JP2000126445A	February 3, 1999	1999JP-0025652	N/A

INT-CL (IPC): A63F 9/22

ABSTRACTED-PUB-NO: JP2000126445A

BASIC-ABSTRACT:

NOVELTY - A communication control unit (14) controls the transmission and reception of the communication data. A display unit (6) displays the progress situation of the game. A controller controls the display of the wireless communication condition using symbol, character or drawings.

USE - Portable wireless communication type game apparatus.

ADVANTAGE - Enables to perform game satisfactorily by wireless communication using electromagnetic wave.

DESCRIPTION OF DRAWING(S) - The figure shows functional block diagram of portable game machine.

Communication apparatus 3

Display unit 6

Communication controller 14

CHOSEN-DRAWING: Dwg.1/8

TITLE-TERMS: PORTABLE WIRELESS COMMUNICATE TYPE GAME APPARATUS CONTROL DISPLAY
WIRELESS COMMUNICATE CONDITION CORRESPOND GAME PROGRESS SITUATE SYMBOL
CHARACTER DRAW

CHARACTER DATA

DERWENT-CLASS: P36 W04

EPI-CODES: W04-X02C;

SECONDARY-ACC-NO:

Non-CPI Secondary Accession Numbers: N2000-285841

WEST☐ Generate Collection

L5: Entry 5 of 62

File: DWPI

Apr 25, 2000

DERWENT-ACC-NO: 2000-357995

DERWENT-WEEK: 200031

COPYRIGHT 2001 DERWENT INFORMATION LTD

TITLE: Wireless call receiving system for game apparatus, transmits call data generated from delivery information containing discriminative game information, to several receivers simultaneously

PATENT-ASSIGNEE:

ASSIGNEE

CODE

NTT IDO TSUSHINMO KK

NITE

PRIORITY-DATA: 1998JP-0295469 (October 16, 1998)

PATENT-FAMILY:

PUB-NO	PUB-DATE	LANGUAGE	PAGES	MAIN-IPC
JP 2000116942 A	April 25, 2000	N/A	013	A63F013/00

APPLICATION-DATA:

PUB-NO	APPL-DATE	APPL-NO	DESCRIPTOR
JP2000116942A	October 16, 1998	1998JP-0295469	N/A

INT-CL (IPC): A63F 13/00; H04Q 7/06; H04Q 7/08; H04Q 7/12

ABSTRACTED-PUB-NO: JP2000116942A

BASIC-ABSTRACT:

NOVELTY - An information provider (101) transmits game information to an information delivery center (102) provided on a network (103). The delivery information containing scheduling of game is generated from the information delivery center and transmitted to the base station (104). The call data generated from the delivery information is transmitted to several receivers (12) from the base station simultaneously.

USE - For game apparatus or electric-bulletin board apparatus.

ADVANTAGE - Since transmission data circuit is used for delivering and receiving data, burden on information provider is reduced. Game information is transmitted to call receiver from information provider reliably.

DESCRIPTION OF DRAWING(S) - The figure shows the components of wireless call receiving system.

Receiver 12

Information provider 101

Information delivery center 102

Network 103

Base station 104

CHOSEN-DRAWING: Dwg.1/8

TITLE-TERMS: WIRELESS CALL RECEIVE SYSTEM GAME APPARATUS TRANSMIT CALL DATA
GENERATE DELIVER INFORMATION CONTAIN DISCRIMINATE GAME INFORMATION RECEIVE
SIMULTANEOUS

DERWENT-CLASS: P36 W01 W04 W05

EPI-CODES: W01-B05; W01-B05A5; W04-X02; W05-A05C;

SECONDARY-ACC-NO:

Non-CPI Secondary Accession Numbers: N2000-269089

WEST

Generate Collection

L5: Entry 9 of 62

File: DWPI

Dec 7, 1999

DERWENT-ACC-NO: 2000-096015
DERWENT-WEEK: 200008
COPYRIGHT 2001 DERWENT INFORMATION LTD

TITLE: Wireless game message communication method employing cellular, paging
and satellite networks

INVENTOR: LADUE, C K

PATENT-ASSIGNEE:

ASSIGNEE

CODE

AERIS COMMUNICATIONS INC

AERIN

PRIORITY-DATA: 1996US-0597807 (January 7, 1996), 1995US-0571347 (December 12,
1995)

PATENT-FAMILY:

PUB-NO	PUB-DATE	LANGUAGE	PAGES	MAIN-IPC
US 5999808 A	December 7, 1999	N/A	027	H04Q007/24

APPLICATION-DATA:

PUB-NO	APPL-DATE	APPL-NO	DESCRIPTOR
US 5999808A	December 12, 1995	1995US-0571347	CIP of
US 5999808A	January 7, 1996	1996US-0597807	N/A

INT-CL (IPC): G06F 3/15; G06K 5/00; H04Q 7/00; H04Q 7/24

RELATED-ACC-NO: 1997-513073

ABSTRACTED-PUB-NO: US 5999808A

BASIC-ABSTRACT:

NOVELTY - A remote feature control request in the sequence of digits is encoded. Control message and associated digit sequence are transmitted to local telecommunication switching center. After detecting the remote feature control request in center, it is transmitted along with the encoded message to the central monitoring station. Then encoded message is decoded, to retrieve the application specific gaming data.

DETAILED DESCRIPTION - A message including application specific gaming data is obtained at the gaming terminal, The message is encoded in a sequence of digits associated with a control message to create an encoded message.

USE - For forwarding video base card and board games into portable 2 way data communication video game caddy, employing cellular, paging and satellite networks.

ADVANTAGE - Provides specialized data protocols that operate seamlessly, without having to modify existing network cellular and paging network

infrastructures. Reduces direct cost of implementing a wide spectrum of control channel application data. Offers a novel and elegantly simple solution for implementing efficient, flexible and less expensive two way data short messaging communication. Offers an efficient communication pathway for Global Positioning System data management, differential GPS, dead reckoning, Loran C data communications and other location data management services. Provides new protocols that seamlessly fit within the existing access, signaling, control channel protocols, and digital access channel protocols used for cellular and paging networks, without causing disruption to existing cellular and paging network voice traffic, data traffic operations and normal channel routines. Does not cause any switching and network capacity problems. Is stand alone virtual control channel application data communication and signaling method that saves system bandwidth and does not need to utilize any major processing capacity of the cellular switch. Separate and distinct data protocol is provided that is compatible and completely transparent with existing origination procedures, paging network procedures and SS7 protocols procedures.

DESCRIPTION OF DRAWING(S) - The figure shows logic flowchart of CCAD-RAAM data packet MSC processing routine and the CCAD-RAAM wireless gaming communicator.

CHOSEN-DRAWING: Dwg.4/9

TITLE-TERMS: WIRELESS GAME MESSAGE COMMUNICATE METHOD EMPLOY CELLULAR PAGE SATELLITE NETWORK

DERWENT-CLASS: T01 W01 W02 W04

EPI-CODES: T01-C03C; T01-D02; T01-H07C3C; T01-P02A; W01-B05; W01-B05A1B; W02-C03C1C; W02-C03C3; W04-X02C;

SECONDARY-ACC-NO:

Non-CPI Secondary Accession Numbers: N2000-074102

WEST☐ Generate Collection

L5: Entry 12 of 62

File: DWPI

Sep 6, 1999

DERWENT-ACC-NO: 2000-556023

DERWENT-WEEK: 200051

COPYRIGHT 2001 DERWENT INFORMATION LTD

TITLE: Portable wireless network game machine and game method therefor -
NoAbstract

INVENTOR: CHUNG, D W; JEON, H G

PATENT-ASSIGNEE:

ASSIGNEE	CODE
CHUNG D W	CHUNI
JEON H G	JEONI

PRIORITY-DATA: 1999KR-0015146 (April 28, 1999)

PATENT-FAMILY:

PUB-NO	PUB-DATE	LANGUAGE	PAGES	MAIN-IPC
KR 99068357 A	September 6, 1999	N/A	000	A63F009/24

APPLICATION-DATA:

PUB-NO	APPL-DATE	APPL-NO	DESCRIPTOR
KR 99068357A	April 28, 1999	1999KR-0015146	N/A

INT-CL (IPC): A63F 9/24

ABSTRACTED-PUB-NO:

EQUIVALENT-ABSTRACTS:

TITLE-TERMS: PORTABLE WIRELESS NETWORK GAME MACHINE GAME METHOD NOABSTRACT

DERWENT-CLASS: P36 W04

EPI-CODES: W04-X02;

WEST☐ **Generate Collection**

L5: Entry 13 of 62

File: DWPI

Aug 24, 1999

DERWENT-ACC-NO: 1999-549991
DERWENT-WEEK: 199946
COPYRIGHT 2001 DERWENT INFORMATION LTD

TITLE: Treasure hunt game playing method in wireless pager

INVENTOR: WICKS, J E

PATENT-ASSIGNEE:

ASSIGNEE	CODE
SONY CORP	SONY
SONY ELECTRONICS	SONY

PRIORITY-DATA: 1997US-0792858 (January 23, 1997)

PATENT-FAMILY:

PUB-NO	PUB-DATE	LANGUAGE	PAGES	MAIN-IPC
US 5942969 A	August 24, 1999	N/A	008	G08B009/00

APPLICATION-DATA:

PUB-NO	APPL-DATE	APPL-NO	DESCRIPTOR
US 5942969A	January 23, 1997	1997US-0792858	N/A

INT-CL (IPC): G08B 9/00

ABSTRACTED-PUB-NO: US 5942969A

BASIC-ABSTRACT:

NOVELTY - Clues, directing the participants to a particular location are transferred to several pagers from the paging system. The received messages from the pagers, which are in response to the clues are analyzed and correctness of the message is determined.

USE - In wireless pager.

ADVANTAGE - Since a two-way paging is facilitated and provides recreational game for user, efficiency is increased.

DESCRIPTION OF DRAWING(S) - The figure shows the flowchart explaining the game procedure.

CHOSEN-DRAWING: Dwg.3/3

TITLE-TERMS: HUNTING GAME PLAY METHOD WIRELESS PAGE

DERWENT-CLASS: W04 W05 W06

EPI-CODES: W04-X02; W05-A05C2; W06-A02A; W06-A03;

SECONDARY-ACC-NO:

Non-CPI Secondary Accession Numbers: N1999-406878

WEST

Generate Collection

L5: Entry 26 of 62

File: DWPI

Jun 9, 1998

DERWENT-ACC-NO: 1998-380241

DERWENT-WEEK: 199841

COPYRIGHT 2001 DERWENT INFORMATION LTD

TITLE: Radio type linear matching game machine using wireless LAN - has transceiver which performs radio data communication with transceivers of other game machines so that several players, divided into two groups, can play on same display screen through wireless LAN

PATENT-ASSIGNEE:

ASSIGNEE

CODE

TAITO KK

TAIT

PRIORITY-DATA: 1996JP-0313236 (November 25, 1996)

PATENT-FAMILY:

PUB-NO	PUB-DATE	LANGUAGE	PAGES	MAIN-IPC
JP 10151274 A	June 9, 1998	N/A	004	A63F009/22

APPLICATION-DATA:

PUB-NO	APPL-DATE	APPL-NO	DESCRIPTOR
JP10151274A	November 25, 1996	1996JP-0313236	N/A

INT-CL (IPC): A63F 9/22

ABSTRACTED-PUB-NO: JP10151274A

BASIC-ABSTRACT:

The machine (1) includes a transceiver which performs radio data communication to other game machines (1a,1b) with the corresponding transceivers, through a wireless LAN. Several players, divided into two groups, correspond to each other based on the connection of the wireless LAN and play a game on a same display screen.

ADVANTAGE - Enables connection of one player to certain player through assembly of wireless LAN.

CHOSEN-DRAWING: Dwg.1/3

TITLE-TERMS: RADIO TYPE LINEAR MATCH GAME MACHINE WIRELESS LAN TRANSCEIVER
PERFORMANCE RADIO DATA COMMUNICATE TRANSCEIVER GAME MACHINE SO PLAY DIVIDE TWO
GROUP CAN PLAY DISPLAY SCREEN THROUGH WIRELESS LAN

DERWENT-CLASS: P36 W01 W02 W04

EPI-CODES: W01-A06B5A; W01-A06C4; W02-F10G; W04-X02C;

SECONDARY-ACC-NO:

Non-CPI Secondary Accession Numbers: N1998-297409

WEST

Generate Collection

L5: Entry 27 of 62

File: DWPI

Jun 5, 1998

DERWENT-ACC-NO: 1999-275547

DERWENT-WEEK: 200105

COPYRIGHT 2001 DERWENT INFORMATION LTD

TITLE: Portable wireless game device and method of operating the same
NoAbstract

INVENTOR: KWON, B W; NAM, J S

PATENT-ASSIGNEE:

ASSIGNEE

CODE

SAE HAN INFORMATION SYSTEM JH

SAEHN

PRIORITY-DATA: 1998KR-0006883 (March 3, 1998)

PATENT-FAMILY:

PUB-NO	PUB-DATE	LANGUAGE	PAGES	MAIN-IPC
KR 98019284 A	June 5, 1998	N/A	000	H04B001/38

APPLICATION-DATA:

PUB-NO	APPL-DATE	APPL-NO	DESCRIPTOR
KR 98019284A	March 3, 1998	1998KR-0006883	N/A

INT-CL (IPC): H04B 1/38

RELATED-ACC-NO: 2001-038111

ABSTRACTED-PUB-NO:

EQUIVALENT-ABSTRACTS:

TITLE-TERMS: PORTABLE WIRELESS GAME DEVICE METHOD OPERATE NOABSTRACT

DERWENT-CLASS: W02

EPI-CODES: W02-G02;

WEST

Generate Collection

L5: Entry 32 of 62

File: DWPI

Apr 14, 1998

DERWENT-ACC-NO: 1998-250294

DERWENT-WEEK: 199822

COPYRIGHT 2001 DERWENT INFORMATION LTD

TITLE: Interactive wireless gaming system - has number of gaming units which operate alternately as host device, with communication occurring between users by paging network

INVENTOR: COMAS, N R; GIL, A ; MCCARLEY, C L

PATENT-ASSIGNEE:

ASSIGNEE

CODE

MOTOROLA INC

MOTI

PRIORITY-DATA: 1996US-0594602 (February 2, 1996)

PATENT-FAMILY:

PUB-NO	PUB-DATE	LANGUAGE	PAGES	MAIN-IPC
US 5738583 A	April 14, 1998	N/A	011	A63F009/22

APPLICATION-DATA:

PUB-NO	APPL-DATE	APPL-NO	DESCRIPTOR
US 5738583A	February 2, 1996	1996US-0594602	N/A

INT-CL (IPC): A63F 9/22

ABSTRACTED-PUB-NO: US 5738583A

BASIC-ABSTRACT:

The units include a receiver for receiving wireless messages including gaming information which provides periodically update data signals generated by the units to indicate a present position of moveable objects. A processor generates the updated gaming information, and includes a memory for storing the data signals.

A decoder generates control signals in response to the gaming information received, with a controller effecting sequential storage of the data signals and recall of a last of the data signals stored for display. A network interface coupled between the controller and the game server.

ADVANTAGE - Allows for communication between a gaming user and a host system, or with other gaming users in an interactive and wireless manner.

CHOSEN-DRAWING: Dwg.2/6

TITLE-TERMS: INTERACT WIRELESS GAME SYSTEM NUMBER GAME UNIT OPERATE ALTERNATE HOST DEVICE COMMUNICATE OCCUR USER PAGE NETWORK

DERWENT-CLASS: P36 T01 W02 W04

EPT-CODES: T01-P02A: W02-F10G: W04-X02C:

REF CODES: 101 1021, 102 1100, 103 1020,

SECONDARY-ACC-NO:

Non-CPI Secondary Accession Numbers: N1998-197656

WEST☐ **Generate Collection**

L5: Entry 39 of 62

File: DWPI

Apr 8, 1997

DERWENT-ACC-NO: 1997-225209

DERWENT-WEEK: 199720

COPYRIGHT 2001 DERWENT INFORMATION LTD

TITLE: Interactive multiple player game system communicating over wireless or all-to-all braodcast network - has receiver connected to processor, for receiving player actions from at least one other playing device transmitting over network

INVENTOR: KAGAN, M; SOLOMON, I

PATENT-ASSIGNEE:

ASSIGNEE

CODE

KAGAN M

KAGAI

SOLOMON I

SOLOI

PRIORITY-DATA: 1995US-0385485 (February 8, 1995)

PATENT-FAMILY:

PUB-NO	PUB-DATE	LANGUAGE	PAGES	MAIN-IPC
US 5618045 A	April 8, 1997	N/A	008	A63F009/24

APPLICATION-DATA:

PUB-NO	APPL-DATE	APPL-NO	DESCRIPTOR
US 5618045A	February 8, 1995	1995US-0385485	N/A

INT-CL (IPC): A63F 9/24

ABSTRACTED-PUB-NO: US 5618045A

BASIC-ABSTRACT:

The system includes a processor (18) for running a game scenario common to all of the at least two playing devices (12). A player controlled interface (20) is used for enabling a player action within the game scenario. A transmitter (22) is connected to the player controlled interface transmitting the player action over a network. A receiver (24) is connected to the processor, for receiving player actions from at least one other playing device transmitting over the network. A display (26) is used for displaying at least a portion of the game scenario. A clock of a second playing device is synchronised with the clock of a first playing device.

The transmitter transmits the player action at a pre-determined interval within a transmission cycle of the system. The display of each of the at least two playing devices displays a different portion of the game scenario. A play station device and an interface appts are used for interfacing between the play station device and the at least two playing devices.

ADVANTAGE - Allows to play by two or more players, each playing on device in wireless communication with other playing device.

CHOSEN-DRAWING: Dwg.2/4

TITLE-TERMS: INTERACT MULTIPLE PLAY GAME SYSTEM COMMUNICATE WIRELESS NETWORK
RECEIVE CONNECT PROCESSOR RECEIVE PLAY ACTION ONE PLAY DEVICE TRANSMIT NETWORK

DERWENT-CLASS: P36 W01 W04

EPI-CODES: W01-A06B5A; W01-A06C3; W01-A06C4; W04-X02;

SECONDARY-ACC-NO:

Non-CPI Secondary Accession Numbers: N1997-186389